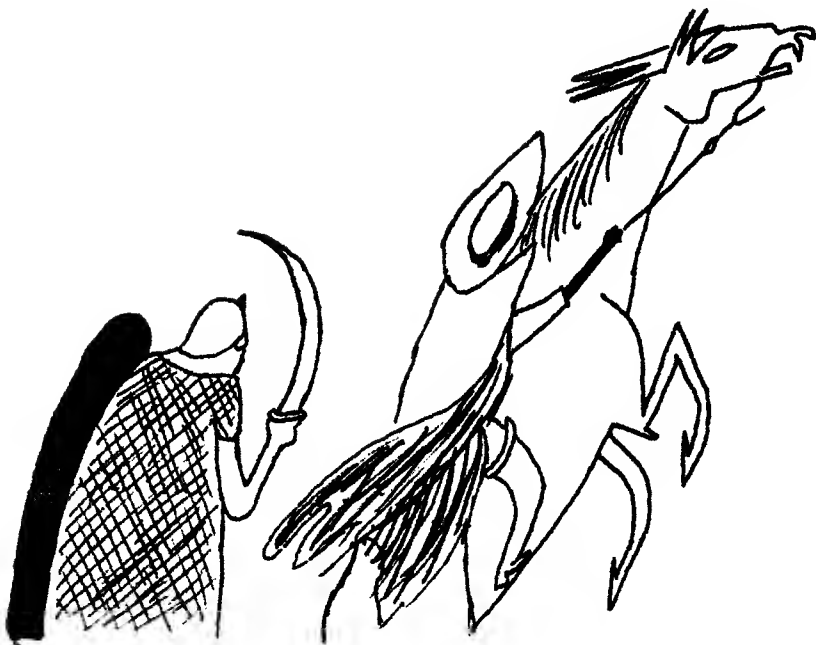


The Simarilli

VOLUME 1 NUMBER 3



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Edited and printed
by Chic Hilliker
3312 Stoneycrest
Bloomington, Ind
47401
812-339-0933
Spiritual Guidance:
Täter
Legal Guidance:
Bingo

Dedicated to promoting and humanizing the game of Diplomacy

This is liable to be a very thin issue in terms of content. The reason is that the next two weeks are my final weeks. Those of you in college or who have been, know the hassle that usually accompanies finals. After all, it is rough to read a whole semester's readings in one night. This is not to say that issue is only going to have two pages. There's still a lot inside.

At this time I have four games filled with the fifth awaiting just one more person. Plus I have picked up one of Walker's orphaned games 1972AO. For these reasons I am solicitating standbys. The only thing you need to do to become a standby is to be recieving this magazine, and send me your name. How much cheaper can I get?

THE SILMARILLI is a magazine designed for carrying both games of Diplomacy and articles concerning the game, and anything else I can print and get away with. It is edited and published by me, address on the front. Games are available for 4.00, a preference list, and a short biography if you please. Subs are 8/\$1.00. The winner gets his entire fee returned and all others get \$1.00.

(W.C. would have a few choice words to say about that type of person) or those who are trading with me. When I started, I envisioned a circ of about 50, never dreamed of hitting 100. But I shall try and live up to the demand.

Finally(good, that means he's going to shut up) this issue almost have an illustration of the front, due to lack of time. But at the last second, I decided to do one. If case you don't know, the first two illustrations come from the front covers of the Lord of the Rings. The one on the front of this issue comes from a poster of a map of Middle Earth. If any of you have any artistic talent, and wish to give it a try, by all means go ahead. I'll be willing to print about anything which can be sent through the mails.

Also(I thought he was going to shut up) I would like those of you who told me your feelings about the last issue. I believe in the concept of feedback, and appreciate any which I can get.

Last(My god, is he going to babble all night) I'll repeat myself again. I need to get some standbys lined up. All you need do to qualify is be getting this zine, one way orthe other. Those of you with whom I'm trading, I will be happy to be a standby for you zine, if you will reciprocate.

Miscellaneous Mutterings

There is a sentence in the latest GRAUSTARK, #279, both surprised and bothered me. In the course of discussing the Peery-Barents dispute, John Boardman says something which I hope he hadn't really thought about. On page 12, John prints some remarks to a letter by Herb Barents about the dispute. John is certainly welcome to print his own opinions of Larry Peery, but the last sentence of the paragraph he says something did really bothered me. "Are there any ideas on how he can be isolated from Diplomacy fandom? A general boycott perhaps, followed after a judicious interval by a secondary boycott against those who still remain in contact with him?" It was hard to imagine John, with his professed liberal beliefs, advocating a form of guilt by association. That's what his idea of a secondary boycott is. I am hoping that John will clarify this statement next issue.

*

Elections are coming up for offices in the IDA. I'll spend just a moment on the subject, because I know that there are a few of you out there who have a low regard for Diplomacy organizations. I happen to think that the IDA can do a lot for the hobby, which can not be done by individual GMS and publishers. For that reason I urge you to join the IDA, if you don't already belong. Even if you don't particually like what the IDA has or hasn't done up till now, join it. That's the best way to get your viewpoint expressed. If you want to join, send a check for \$2, made out to the Internation Diplomacy Association, to Walt Buchanan, RP#2, Lebanon, Ind, 46502. I know, somebody wants some more money, and what are you going to get for it. Well you'll get out of it what you put into it. If you put a little time into it, then we can make it a viable organization, which can help our hobby grow. Finally, as those of you who are in the IDA know, I have been nominated for Central Region Secretary. Feeling that it would be unfair to use my magazine as a means of promoting myself for office, I'll say just one thing. Vote for me, what do you have to lose.

*

To give equal time to the other side, I am not saying anything about the TDA for a reason. I don't know that much about it. I have sent a letter to John Beshara asking many questions. When I have his reply, then I will print my opinions concerning the TDA. If Fred Winter would sent me a letter about why

19721E
FRANCE, ITALY, & AUSTRIA MOVE INTO NEUTRAL AREAS

Austria(Glidden): A VIE-GAL, A BUD-SAR, F TRI-ALB
France(Kelly): F BRE-ENG CHA, A PAR-EUR, A MAR S A PAR-EUR
Italy(Schleinkoffer): F NAP-ION, A ROM-VEN, A VEN-FIE
Turkey(DICK) A CON-EUL, F ANK-CON, A SBY H
England(Kutta): F EDI-NORWG, F ION- NORTH S, A IIV-LDI
Germany(Walker): F KIE-DEN, A BER-KIE, A MUN-RUH
Russia(Carlson): A MOS-StP, A WAR-UKR, F StP(SC)-SOTH, F SEV H

Thank you all for getting your moves in on time. Fall 1901 moves are due 1/3/73. Please notice that your game now has a Boardman number.

Propaganda

ROME, March 21, 1901; The Italian Prime Minister announced that diplomatic exchanges have been made with France, Germany, and the Austro-Hungarian Empire.

Rome, April 1, 1901; The Pope was driven from the Vatican yesterday and Artism was declared the official state religion.

ROME, April 3, 1901; King Art has stated that the capture of Tunis will establish Italy as an empire, his only hope is that peace will be the rule in Europe. To quote a former French leader, "All wars between Europeans are civil wars." Let us all exploit America, Africa, and Asia.

BERLIN; The Chief Secretary of Foreign Affairs, Patrick Brandt, today announced several important changes in German Foreign Policy. "The recent French rumblings in the Burgundy and Ruhr vallies have caused severe concern to the Kaiser. If an attack on either of these Neutral countries is perpetrated, massive reprisals will be put into effect by the independent German People. We hope that peace will continue. But we are prepared to meet Force with greater Force."

19723E

England(McKeon): No orders as of yet
Russia(Fleming): Tentative orders recieved
Germany(Lind): No orders as of yet
Italy(Stuart): No orders as of yet
France(Chin): Tentative orders recieved
Austria(Lancaster): No orders as of yet
Turkey(DeFrisco): No orders as of yet

Spring 1901 moves are due 1/3/73. Please notice that your game now has a Boardman number.

Propaganda

The Voyage of Von Zeppelin

Part I. Introduction: The year of 1838 produced one special thing if nothing else. It brought forth a man who in later years would bring honor to his homeland, Germany, and fame to his name. This man is Count Ferdinand von Zeppelin, inventor of the first lighter-than-air rigid airship. In his early life, the Count proved his courage and patriotism in both the Austrian and Franco-Prussian wars; not to mention his voluntary service in the American Civil War. Then, in 1891, he left the army to pursue his interest in the study of aeronautics. Now he has made first successful flight in the beginning of this great year, 1900. And yet, his greatest accomplishment has still to begin.

After congratulating the Count, the Kaiser has asked him to undertake a venture never before attempted by anyone: A voyage by ariship around the world! The voyage is scheduled to begin in the Spring of 1901 and the itinerary includes Austria, England, France, Italy, Russia, Turkey, and many more stops. Count von Zeppelin

hopes to be in constant communication with the Kaiser during the trip by carrier pigeons and wireless. We all wish him success in his venture.

Constantinople; The Sultan of Swatt and the Minister of Fear and Propaganda today issued a joint statement. In their usual blundering ways, each charged the other with treason. Said the Sultan of Swatt, "The Minister tried to pull the poppies over my eyes by selling our war plans for 'Operation Gardol' to, of all people, a U.S. college." Replied the MFP, "Since I am a graduate of Colgate why shouldn't I let them know about 'Operation Gardol'. We could use the royalties for our war effort." "See what I mean." reiterated the Sultan, "Colgate now has 'Operation Gardol' thanks to the MFP."

1972ES

Russia(Novak): No orders as of yet
Austria(Truman): No orders as of yet
Italy(Fultz): No orders as of yet
Germany(Moriarty): Tentative orders received
England(Facer): No orders as of yet
France(Metcalf): No orders as of yet
Turkey(Jarvis): No orders as of yet

Spring 1901 moves are due 1/3/73. Please notice that your game now has a Boardman number.

1972EV

France(Lanham)	No one has sent in any tentative orders as of yet.
Italy(Prasse)	Spring 1901 moves are due 1/3/73. Please notice the
Austria(Cooper)	Boardman number. In case I did put down the wrong
Germany(Keller)	address for Eldon, his correct address is as follows:
England(Lowrance)	Eldon Nichol, 441 Church Ave, Apt Z, Chula Vista, Ca,
Turkey(Davies)	92010. Whoops, Eric Prasse has sent in tentative orders.
Russia(Nichol)	

Propaganda

Berlin, Dec 7; The Foreign Minister today issues the following statement for inclusion of the next edition of the Berlin Free Press. "Let each haed of State throughout Europe this holiday season reaffirm the transcendant brotherhood of man. The Democratic Republic of Germany is always ready to meet with other heads of state to peacefully settle our apparent differences.

1972AO

This game was in EREHWON, but with the demise of Rod Walker, it was orphaned. It will now be run in here. All players, with the exception of Ken Borecki, have expressed a willingness to continue the game. To replace Ken, I am calling on the first person to offer to become a substitutute, Arn Vagts, 2824 Verano Place, Irvine, Ca, 92664. Arn will take over Turkey. Spring 1902 moves are due 1/3/73. A copy of my houserules will accompany this to those of you who do not have copies. The last positions recorded are as follows, including Winter 1901 builds:

Austria: A BUD, A VIE, A TRI, A SER, F GRE (5)	(Tom Eller)
England: A LON, A HOL, F EDI, F NWY, F NTH (5)	(Ted Pohrte)
France: A MAR, A PAR, A SPA, A BEL, F ENG CHA (5)	(Eric Verheiden)
Germany: A MUN, A KIE A RUH, F DEN (4)	(Buddy Tretick)
Italy: A TUN, A VEN, F ION, F NAP (4)	(Fred Winter)
Russia: A UKR, A PRU, F BOT, F SEV (4)	(Larry Blandin)
Turkey: A CON, A BUL, A ARM, F BLA (4)	(Arn Vagts)

Fred Winter's address will be as follows, 640 N Henry St, #18, Madison, Wis, 53703 til 12/16 2625 El Rancho Dr, Brookfield, Wi, 53005 12/16-1/8, then back to Madison

A GUIDE TO RATING SYSTEMS PART II

by Arn Vagts

Three rating systems will be analyzed which, for convenience, will be called, I Total Point Count (TPC); II Averaged TPC; and III Chess ratings (CR).

I. The TPC is currently used in rating Diplomacy, and Nuclear Destruction (ND) games. In Nuclear Destruction games, a player gets one point for every opponent he defeats, less one for each opponent remaining plus ten points for each win or five for each draw. A players' rating is simply the sum of his points for all his games.

What does the TPC tell us? Just about nothing of interest! As a rating system it is rotten. Let's assume that there are exactly ten players in each game and look at some possibilities.

(1) Player A has won 2 games (38 points) and gotten one point in four games. His rating is 42. Player B has won one game (19) and gotten one point in two games. His rating is 21. Player A is rated twice as high as player B even though their win percentages are the same, in fact IF the two players WERE EXACTLY the same skill that's what their records would probably be; certainly it is unrealistic to say the player A should have TWICE the rating of player B. In general, if a player has played twice as many games as another of the same skill then he will have twice the rating.

(2) Player A has played 100 games and gotten one point in each (in the EROB or ND ratings when a player gets one point he is slightly above average so we can say that player A is 'about' average) for a total of 100 points. Player B has played only 3 games and won them all which gives him a rating of 59. Player B is an outstanding player who is undefeated yet 'average' player A is rated twice as high.

These examples point out that, provided you are a slightly above average player, your rating is increased by simply playing more games- it is not necessary that you improve your play or that you ever win, except, of course, for win-only systems. But in those, losses do not lower a player's rating so that Player A in 2 wins and 100 losses has the same rating as a player with 2 wins and no losses. Players are thus not ranked by skill. Ratings based on TPC are: Calhamer Point Count, EROB rating, ANTARES listing, Loomis rating, and Jacoutot rating.

It is clear that these are worthless as ratings. The EROB rating is of this type, but it is zero-sum (i.e. all points given to the winners are taken from the losers) so that it is a little better than worthless (since doing poorly CAN hurt your rating), however, the problems discussed above still apply to the slightly better than average player. The nice thing about the EROB rating is that it rates all the placings in a game, e.g., 6 points for first, 4 for second, etc to -6 for seventh.

II. The average TPC is simply the TPC score divided by the number of games played (TPC/G). This rating tells you how well a player did on the average. It has an upper limit so that you can tell how close a player is to a "perfect" score (one with all wins). Unfortunately, this score is not "stable", i.e. very few games throws it off (a player who wins his first game and quits has a perfect score) and it also penalizes a player who starts off poorly. A player who wins his first game does not deserve a perfect score, but rather the average score of all the players who win their first game, unfortunately, this constantly changes.

All games are weighed equally (perfect memory), we would prefer later games to be weighed heavier than earlier ones so that the rating reflects the players CURRENT skill rather than AVERAGE skill. The average TPC, however, is a big improvement over the TPC. The Average Calhamer Point Count List is an example of this rating.

*

Just room for a short note concerning two new records. There is a record being produced with the original Eyrds playing on it, should be good. Also there is a three record set coming out from the Grateful Dead's recent European concert. It is supposed to be the best live album done. The Dead were the first of the San Francisco groups I got hooked on.

A ELIM

S&T #34 is probably the most interesting issue they've published to date. The lead article is "The History of Wargaming". This article is divided into two parts, one being a history of wargames, the second being a history of modern wargaming. While the section on the history of wargames is interesting, it is the second section which is the meat of the article.

The article covers the development of modern day wargaming from 1953 to the present. 1953 is when Charles Roberts developed Tactics, the first modern commercial wargame. From there, we follow the rise and fall and rebirth of the Avalon Hill Corporation. The article then covers the development of S&T from Christopher Wagner to the present day Dunnigan-Simonsen machine. Aside from a few minor mistakes, and getting a bit thick when discussing James Dunnigan, the article is a very excellent description of the development of board wargaming, with the obvious lack of mention of Diplomacy.

Besides the lead article, this issue also contains a game based on the Russian-Finnish war of 1939-40, plus the usual excellent article on the same conflict. If you don't presently subscribe to S&T, a good way to sample their wares would be to buy this back issue. It's available for \$4.00 from Simulations Publications, 44 E 23rd St, NY, NY, 10010.

DIPLOMACY IS THE NAME OF THE GAME

There are three basic objectives you must accomplish in order to win a game of Diplomacy. They are a) insure your survival, b) finish the game, and c) win the game. All three of these objectives are different, although it may not seem so.

By insuring survival, I mean not being one of the first one or two out of the game. There is generally one or two countries which manage to get eliminated in the first two to four years. Obviously to finish the game, and to win, you must avoid being one of these countries. The classic example is Austria, which is easily accessible from four greedy neighbors. In order to avoid this dilemma, one needs to do a little communicating. The obvious people to talk to are your immediate neighbors. But don't stop there, let's examine Austria a little closer. She must talk to Italy, Russia, and Turkey, in order to survive she must work out some sort of agreement with two of these three. But what about the other three countries. If Austria is on the ball, she will have been talking with them also. France can serve to counterbalance an aggressive Italy. Germany and England can act against Russia. That just leaves Turkey to worry about, and either Italy or Russia can counterbalance him. The problem is what to do when all three of your neighbors decide that you would be good for dinner. Well, all you can do is hope that some of the other countries decide that you need saving, because if they don't, well there are usually other game openings.

The key to the whole thing is communication. If you're in trouble, and want someone to try and get you out of your troubles, their reaction is going to depend upon whether you've written them before. If a country has been talking to you before, and then you write them for help, chances are they will. But if out of the clear blue, they get a letter from you asking for help, well what would you do.

The point is to try and anticipate the worst. Sure it's nice to think about all your moves and alliances working, but it's also unrealistic. If you anticipate for the worst, and you have contingency plans ready to deal with it, then you wouldn't get caught in a bad situation.

Although I used Austria as a prime example, the content holds true for all countries. If you can communicate and anticipate, then barring any catastrophic first year, you will generally survive the game. The next two objectives will be covered later.

ROGUES' GALLERY MAGAZINE POLL

List below the magazines in which you have played, subscribed, or at least seen in the last three months. Please do not rate any zine that you have not seen recently! Give a rating of from 10(high) to 1(low) in each of the listed categories. Zines need not be placed in any particular order.

<u>PUBLISHER</u>	<u>MAGAZINE</u>	<u>PHYSICAL QUALITY</u>	<u>GAMEMASTERING</u>	<u>FEATURES</u>	<u>OVERALL RATING</u>
1. _____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____
5. _____	_____	_____	_____	_____	_____
6. _____	_____	_____	_____	_____	_____
7. _____	_____	_____	_____	_____	_____
8. _____	_____	_____	_____	_____	_____
9. _____	_____	_____	_____	_____	_____
10. _____	_____	_____	_____	_____	_____
11. _____	_____	_____	_____	_____	_____
12. _____	_____	_____	_____	_____	_____
13. _____	_____	_____	_____	_____	_____
14. _____	_____	_____	_____	_____	_____
15. _____	_____	_____	_____	_____	_____

The rest of this poll is continued on the back. I did this so that those of you who are philately minded can tear off the stamp without tearing this poll. Please return this poll to Len Lakofka, 4970 N Marine, Apt 525, Chicago, Ill, 60640. I think that he wanted them back by Jan 1, it may have been later then that, but try to have them to him by the first of the year.

While of the subject of polls, I hope that all of you return it to Len. I know that all these polls and questionares can be a bit of a pain after a while, but they provide a good means of finding out what everyone wants. I am particually interested in finding out what the opinion poll is going to show.

Correlation Data:

Age:____ Years in postal Diplomacy:____ How many games have you finished:____
How many games are you playing in:____ Signature_____

Opinion Poll:

1. How long should a move deadline be? 2 3 4 Weeks
2. How long should an adjustment season be? 2 3 4 Weeks
3. Should the deadline be strictly enforced? Yes No
A) Should phone calls be accepted after the deadline time on the deadline day?
Never Sometimes Under special circumstances
- B) Should moves posted before the deadline be acceptable if the magazine is not yet typed up? Yes No
- C) Should moves posted well before the deadline be accepted if the post office delays them through error? Yes No
- D) Does the GM have a right to set an evening or morning time limit for phoned-in moves, not accepting moves made at other times? Yes No
4. Should a national Diplomacy organization seek to produce updated recommendations of magazines? Yes No
5. Should a national Diplomacy organization seek to sanction and guarantee the games of member publishers? Yes No
6. Your comments, opinions, ideas:

Well, that about wraps it up. I trust that you all will have an enjoyable Christmas season, I know that I shall try to. Just try and remember the following thought:

LET'S PUT THE S BACK IN CHRISTMAS

Keep on trading

Have a merry m

e
r
r
y
Ch

Charles Hilliker
3312 Stoneycrest
Bloomington, Ind
47401



Send first class to:
T

Larry Peery
Box 8416
San Diego, Ca
92102